

Sonic

the comic



TOUR
DATE



SONIC
THE HEDGEHOG™

JET PACK ATTACK!
SPARKSTER!



SONIC'S
GREAT
ESCAPE!

KNUCKLES -
TOTAL CHAOTIX!

KID CHAMELEON -
CHANGING FACES!



MORE
MICKEY MANIA!



HUMES
HOT ART!



CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

**All the chart action for all the Sega systems
- in every issue of STC.**



Welcome Screen

Time to hit the road again as the Sega 'In 2 Action Tour' gathers momentum with the steaming hot 1995 Summer Roadshow!

For Boomers wishing to find out if the Sega Bus is visiting your area, contact the number below:

[illegible]

MEGA DRIVE

MEGA-CD

MASTER SYSTEM

GAME GEAR

- Managing Editor: Richard Hunter
- Editors: Deborah Folt
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Cover: Keith Page
- Publisher: Ed McNamara

**METROPOLIS ZONE CITY
HAS A NEW LANDMARK -
CITADEL ROBOTNIK!**

THE TYRANT'S LEERING FACE LOOKS DOWN ON THE CITY, A CONSTANT REMINDER OF HIS DOMINATION OVER ALL OF PLANET MOBIUS.

WHAT IS IT,
RECEPTION? #

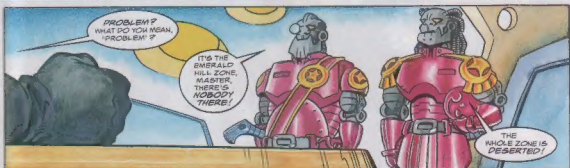
GENERAL'S
RUST AND BUCKET
ARE HERE TO SEE
YOU, SIR.

FINALLY!
SEND THEM IN AT
ONCE!

SONIC

NEW
STORY

The Great Escape! PART 1

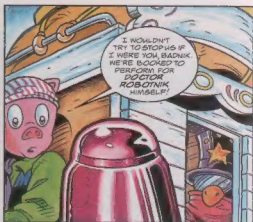


AT THAT MOMENT, ON THE OUTSKIRTS
OF THE METROPOLIS ZONE.

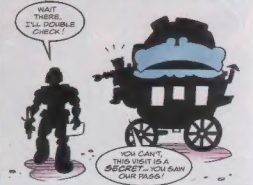
I HAVE
NO RECORD OF
YOUR PERMISSION
TO ENTER THIS ZONE,
CITIZEN.



I WOULDN'T
TRY TO STOP US IF
I WERE YOU, BADNIK.
WE'RE BOOKED TO
PERFORM FOR
DOCTOR
ROBOTNIK
HIMSELF!



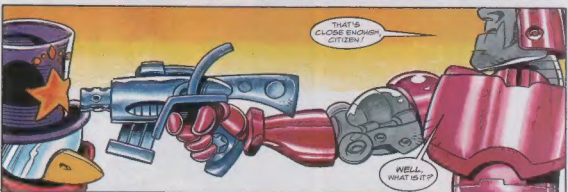
WAIT
THERE,
I'LL DOUBLE
CHECK!



YOU CAN'T,
THIS VISIT IS A
SECRET... YOU SAW
OUR PASS!

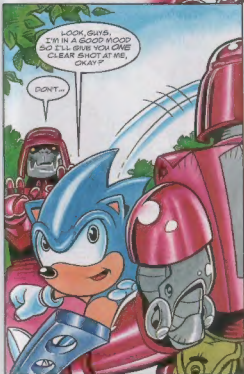
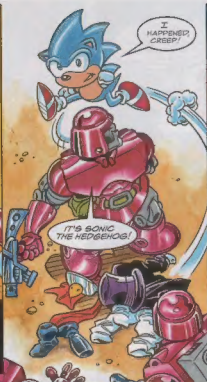
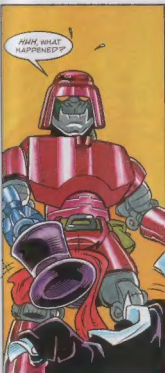


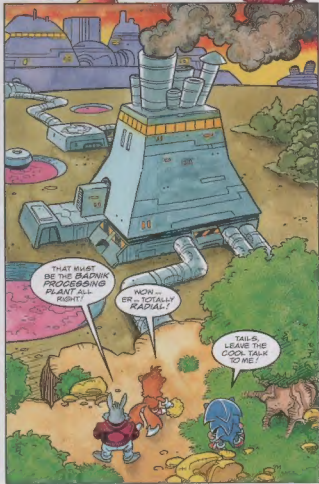
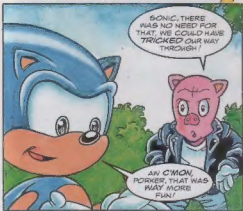
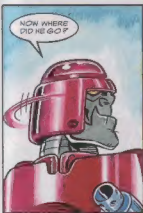
HEY, JUST A
SECOND, I'VE SOMETHING
TO SHOW YOU...

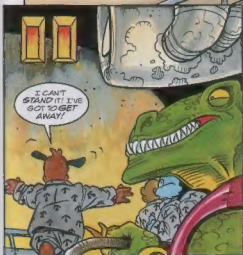


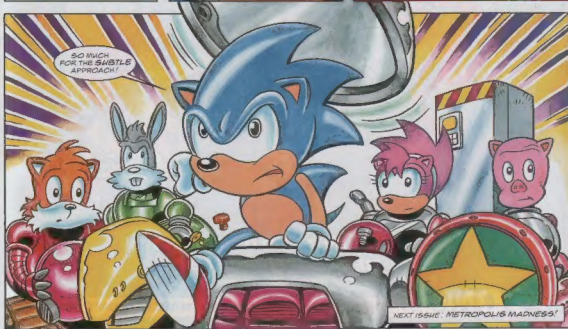
THAT'S
CLOSE ENOUGH,
CITIZEN!

WELL,
WHAT IS IT?









Graphic Zone

Boomers seem to have sun, sea, sand and, of course, Sonic on their minds! The following STC sun-seekers will each receive a pack of colourful Crayola Overwriter Pens. Congratulations!



I've got a
luscious bunch
of coconut!



James Annandale,
8 Glamorgan,
Wales. MD owner.
Crayola Overwriter
Pack Winner.



Life's a beach!

Sarah Bateman,
Redhill, Surrey.
MD owner.
Crayola
Overwriter Pack
Winner.

GUESS WHO
FORGOT
THE
SUN-TAN
LOTION?



Kristopher Blyth,
Basingstoke,
Hants. MD owner.
Crayola Overwriter
Pack Winner.



Thirsty work!

Amar Badoho,
Devon.
Crayola Overwriter
Pack Winner.



... Nutsy
... each foot and
... 20. owner
... Traya's Overwater Pool
... winner



... the 'c' ed...
... ne ugg bus



STUCK IN THE VIRTUAL REALITY OF WILDSIDE
TRYING TO RESOLVE MY SCHOOLMATE BRAD'S
DEAD "COMP" BUT FIRST ANY FURTHER INTO THE
VIRTUAL REALITY OF WILDSIDE

HET WOULD'NT BE EASY
AS A SCHOOL D BUT NOW
AM NOT JUST P.E. M. GEEK
AM KID CHAMELEON
HET TO MANY TO SEE

KID CHAMELEON

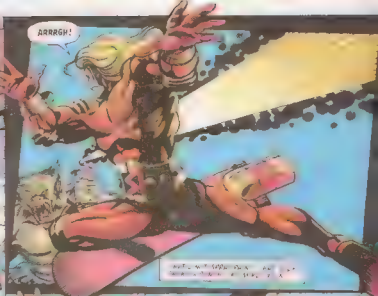
BACK TO WILDSIDE PART 2

AT THE MOMENT AM
POWERED UP AS
SHY CUTTER AND AM
ANYWHERE

THREE SIXTY
LOOP THE LOOP

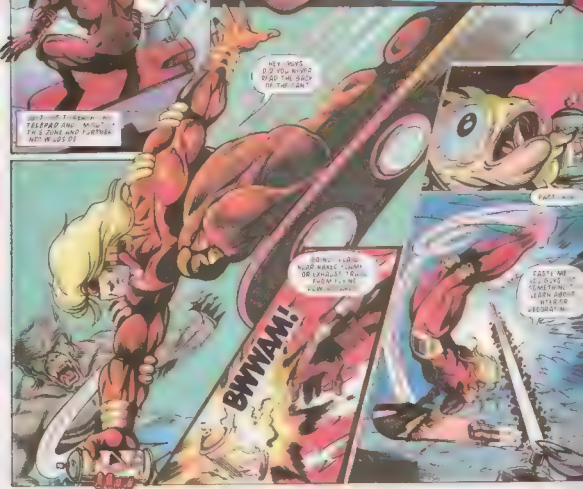


YOU CAN
SPRAY THAT AGAIN
FOR PEE



ARRRRGH!

THEY'RE NOT GONNA
STOP ME FROM
GETTING TO THE
TOP OF THE MOUNTAIN

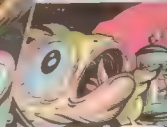


HEY GUYS
DO YOU KNOW
WHAT THE SACK
OF THE CAN?

JUST WHEN I WERE
TELEPORTING TO
THIS ZONE AND FURTHER
INTO THE WOODS OF

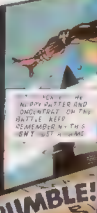
DO NOT
MIND ME
OR EXHAUST
YOUR
POWER

BWYAM!



FAST AND
EASY

EASY AND
FAST
LEARN ABOUT
VEGETARIAN



GOOD TO SEE THE TELEPADS
N'T TRAIN ANY HTS TO MY
T. K. Y. U. T. THE SUBW.

HEY WHAT'S
THIS

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

HERE YOU GO
HE SAID THERE WAS
A MURDER HERE

VWORP!
VWORP!

THE ANCHOR
MURDER CASE
THE MURDER CASE

WHERES ANY NUMBER
DIFFERENT ZONES N
W LGS DE TH'S ONES
KTH Y' M. SEEMS
THAT U. NOIR

MIDNIGHT
GRAVEYARD?

WHO? HANDS? THIS PLACE
ISN'T AS TOO SEDDY

IT'S A BOMB-
BOMB! BOMB!
BOMB! BOMB!

WILLIAM T. L. S.

I AM TO GET THE
MASK AND GUN

CPAMELEON!

NOW DON'T
NEED TO RUN
AT ALL

ENTER
JUGGERNAUT!

THE WEIRD MEMO...
KNOWS THE SPECIAL
KONG THINGS ARE
STARTING TO HOT UP

THE TEAM KNUCKLE & CHAOTIX
HAD JUST ACCEPTED THAT
KNUCKLES WAS ON THEIR SIDE
WHEN SUDDENLY TWO
"M.L. OR F. GUYS" APPEAR ON
"G.M.N. VIEWER 6 SCREEN"

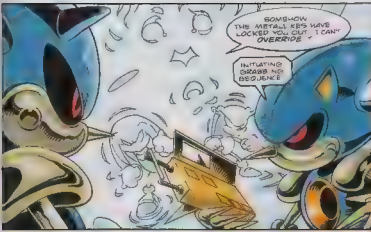


KNUCKLES™

TOTAL CHAOTIX

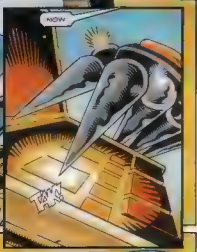
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELIYTA FELL





SOMEHOW
THE METAL KEYS HAVE
LOCKED YOU OUT. I CAN
OVERRIDE.

INITIATING
GRABBER
SEQUENCE.



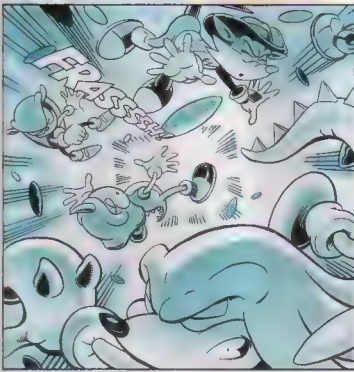
KNOW



STOP!
WHAT
ARE YOU
DOING?

FILE TRANSFER
SUCCESSFUL.

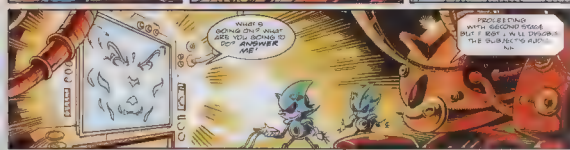
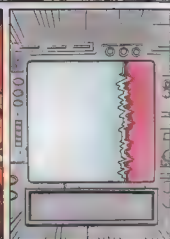
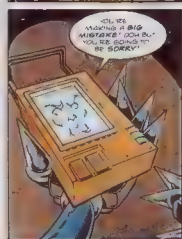
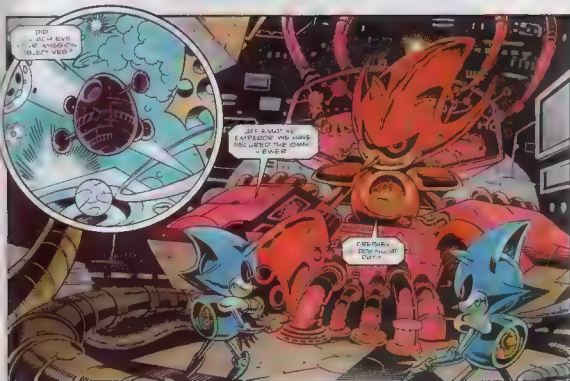
ACKNOWLEDGED
EX-7 HAS PROGRAMMING
IMMEDIATELY.

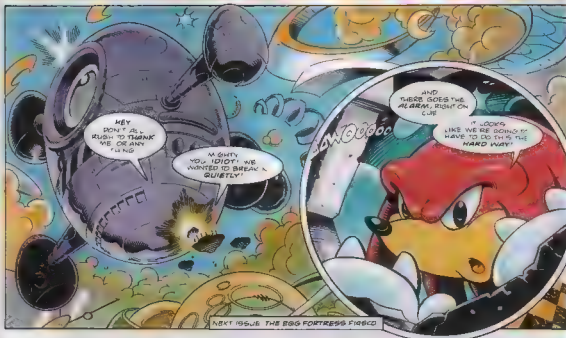
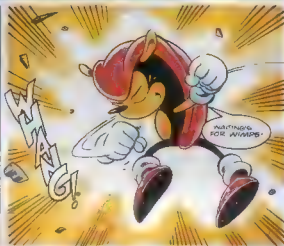
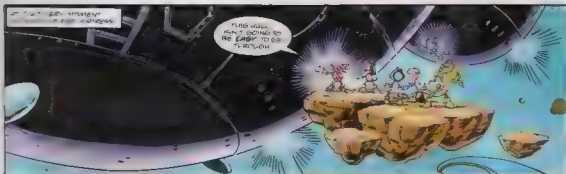


LOOKING LIKE
THE METAL KEYS
WENT WHAT THEY
WENT FOR.

THE
GIVE VIEWER
HE'S GONE!

CRIMINAL





Q Zone

STC brings you part two, the conclusion, to the terrific platform game Mickey Mania courtesy of regular game guru David Gibbon

MICKEY MANIA SPECIAL *The Conclusion*



LEVEL FOUR - THE LONESOME GHOSTS

This level takes place in an old house and consists of three rounds. Watch out for the frequent appearance of spine-chillingly spooky ghosts - brrrr.

Head right, and jump the first gap. Fall down, catch the marbles and stars, and you'll land on a raft with Pluto. This will take you to the exit.

Head right using the stairs and see-saws



until you reach the top. Once there, head right, jump up onto the moving lids and head left to end.

ROUND THREE: As the room fills up with water, jump onto the first barrel. Go left, up the stairs, right, and continue up to the end.

HAZARDS

GHOSTS (Round Two): You can't kill the ghosts, so always wait until they disappear before trying to get past.

STAIRS (Round Two): As soon as a ghost disappears, go up the stairs whereupon it turns into a slide and you'll fall to the ground. Now, jump up the slide and you'll finally reach the top.

GHOSTS (Round Three): This time the ghosts creep up on you and fire at you with a weapon! As soon as you see one fire, jump in the air to avoid it. If two ghosts approach, run and jump over them.

HAZARDS

BARRELS (Round Three): While on the first barrel, head left. When you come to a ghost in a boat, stay still. As he jets off, either continue left or jump onto another barrel if there is one. On reaching the end, stay on the barrel until the water is completely gone.

TABLE (Round Three): As you're heading right, you'll see a table. Push this to the next staircase to enable you to climb up.

LEVEL FIVE - THE FAIRY BEANSTALK

As you might have guessed, this level is based on the famous fairy tale, Jack & The Beanstalk. With four rounds to conquer, you're going to need more than magic beans to get through this!

ROUND ONE: Quite tricky, this one. Head right, and follow the Hazards and Hints.

ROUND TWO: Head down, and head to the end. There's a

button on the tiger then head left and left again to meet the Giant Spider!

ROUND THREE: Head right, and stand on each brown patch to raise a small Beanstalk. Use this to climb higher than head right to reach the giant Beanstalk.

ROUND FOUR: Just head right but at one point you'll need to push some Jelly to the right in order to reach a higher platform.



HAZARDS

BEETLES: Get past these critters by bouncing off their backs. If they start to fly throw a marble straight at them!
GIANT SPIDER (Round Two): On left and touch a button then quickly run to the right - the Spider will begin to chase after you! As you approach a Ladybird jump on its back and it'll take you to the end.

GIANT BEANSTALK (Round Three): Jump on the middle, then move towards the left edge. Repeat to reach the top. Kill the insects by jumping on their back's. Sounds easy, but it ain't!

HINTS

APPLE AND FLOWERPOT (Round One): Push the Apple right to allow you to reach a higher platform. Now push the Flowerpot right so that it sits under the water. After the flower has grown, push it left and use it to climb higher.

LEAF BOATS (Round One): As you sail across the water on the leaf, always stand on the left edge. This allows you to run and leap to the next one. The Dragonflies will constantly attack but the marbles will only stun, so duck to avoid them.

LEVEL SIX: THE PRINCE AND THE PEPPER

If you've got this far you must be one flip-top gamer. This is one of the best and hardest level's in the game. There are six rounds in all, so get ready to do battle!

Go right and push the wooden chest back to the start. Climb onto the ledge, hop onto the swinging lights and continue the obvious route.

Using the milk jug, climb up the platforms and move a large switch. Jump down and head right to end.

Head right, then take the obvious route to end

Another 3D tower! This time you're going up.

Climb up the ledges as fast as possible. Shoot any baddies before you jump to the next platform. Once at the top, head right.

The Final Boss. Move the cart filled with spikes so that he lands on it each time he jumps. Next, while dodging the falling spikes, wait until he throws a dagger into the wall. Jump onto this, and jump up to hit the switch so the large ball moves and hits him. Repeat to win.

BEAT THE BOSS

Stand on the white platform but jump as you come to any small rotating spikes. Jump right onto the next approaching platform.

Don't hang around, head down as fast as possible!

HINTS

Push the D-Pad left then right to swing the Lights. When you've built up momentum, jump from one to another and onto the stairs.

Push the Rock onto a switch to create a temporary platform. Get on the moving platform but jump right onto another platform before you hit the spikes. Get back on the moving platform and go right.

At the start of the level jump up and down on the air pump. Now jump onto the Rubber Duck and head right.





SPARKSTER™

THE LAST OF THE
ROCKET KNIGHTS!
Part 1

Script: INOEL KITCHING Art: KATH PAGE Lettering: STEVE POTTER

MEET A MONSTER TO REALLY SCARE
NA... ROCKET CASTLE. AN ARK
MAKES A SHOCKING DISCOVERY.

THAT'S
PRINCE SPARKSTER
KING GEDD, AND ARE
YOU MARRIED
TODAY?

GEDD,
YOU CAN'T BE
THIS.

"THE RIGHTFUL RULER OF THE KINGDOM"
ZEBULON IN CASE YOU FORGOT! MEGADRON!

HEH
WHY OF COURSE
CAN

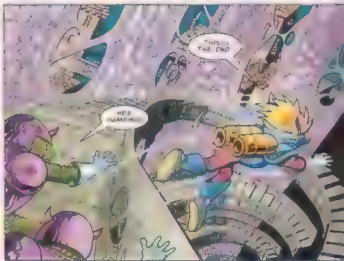
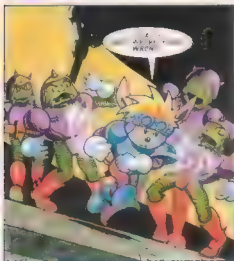
WITH THE
MARRIAGE THE GEDD
AND ZEBULON FAIRIES WILL
BE UNITED FOREVER
UNDER MY FULL
WEDDING!

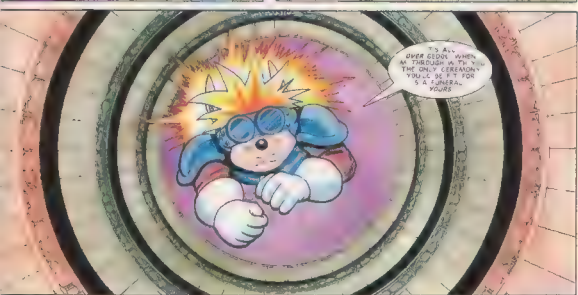
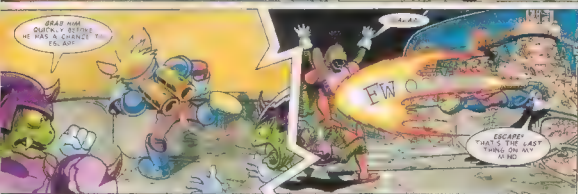
GUARD!

MONSTER
AND SOME WAS OF
MAKING THE ENCHANTMENT
YOU HAVE OVER PRINCESS
SHIRLEY AND HER
FRIENDS.

YOU'RE
STARTING TO BORE ME
SPARKSTER.

IN FACT
THE ONLY THING
THAT INTERESTS ME ABOUT
YOU IS THE ARMOUR YOU WEAR.
THE ENCHANTED ARMOUR OF
THE ORIGINAL ROCKET
KNIGHT.





MEANWHILE, IN PRINCESS SHELLY'S ROOM PREPARATIONS FOR THE WEDDING ARE WELL UNDER WAY.

YOU LOOK BEAUTIFUL, JUST LIKE A PRINCESS!

I AM A PRINCESS, YOU IDIOT!

SHELLY MY BELOVED, I'D LIKE YOU TO MEET STUBB, MY MOTHER!

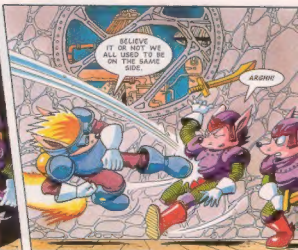
IT'S A PLEASURE, MRS. ER...

MARRY HER? ARE YOU SURE? OH WELL, IF YOU DO CHANGE YOUR MIND I'VE THIS RECIPE FOR SOUP WHICH...

I MUST APOLOGISE FOR MOTHER... SHE DOESN'T GET OUT VERY OFTEN...

HAAAA. THAT IS A NUISANCE STILL, HE'S ONE AGAINST AN ENTIRE WORLD. WHAT CHANCE DOES HE HAVE?

SIRE! I'M SORRY TO BOTHER YOU, BUT SPARKSTER HAS ESCAPED!



SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: **Speedlines, Sonic The Comic**, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Adopt an Attitude!

Dear STC,

My parents would like to know if Sonic has a mum and dad because they'd like to adopt him.
Aaron Downing, Barrow-in-Furness, Cumbria. MD owner.
Sonic Stationery Winner.



And how would you all feel about eating chilli dogs and pizza every day, Aaron? Look out for Sonic's 'family tree' in a future Graphic Zone.

One of the Boys!

Dear Megadroid,

My son Paul really admires Richard Elson's artwork and wrote to him asking for advice on drawing. Paul was delighted to receive a detailed letter and I'd just like to say how grateful we are for Mr Elson's kindness.
Mrs & Mr Hunter, Whinmoor, Leeds.
Sonic Stationery Winner.



You mean Richard took time out in between his busy STC schedule? The humes-who-think-they're-in-charge should have something to say about that!

A fox in the hand!



Megadroid paints the town red (also, his nails, his lips ...).

↑ **Kelly Mullins, Reading, Borks. MD owner.**
Sonic Stationery Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

Wanted!

Dear STC,

Tell Amy Rose not to worry if Sonic isn't interested in her because I'll gladly have her as my girlfriend. Also, please give her my love!
Peter Bottomley, Newton Abbot, Devon. MD owner.
Sonic Stationery Winner.



What do you take this for, Peter? Blind Date!

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these Highgrove Stationery sets comprising of a Segasational Sonic Organiser and Tin (with three pencils) can be yours! Sooner will find this an essential accessory to organising those important events in life.

The Highgrove Stationery set is just part of a range of magnificent Sonic products available from most retail stationers. If you have problems finding a stockist in your area, write to Highgrove Stationery Ltd., International House, Unit 3, 39 Compton Road, London N1 2PB.



TAKE A LOOK INSIDE ...



SONIC!

THE GREAT ESCAPE PT 2!

KNUCKLES!

CONTINUING CHAOTIX!

SPARKSTER!

HERE COMES THE BRIDE!

KID CHAMELEON!

GHOSTLY GOING'S ON!



KNUCKLES!

ON SALE SATURDAY, 8TH JULY 1995

A SNIFF AT £1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9EU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 55

OF **STC?**

